

1935 JOURNAL

INDIANA JONES
AND THE
EMPEROR'S TOMB™



jan 5
Marcus says I need a calling card for when I'm out in the field and not "immersed in academia." I've scribbled some lettering to mull over, and attached it to the cover. I think it suits me.

My colleagues at the College think I focus too much on my duties outside the classroom. What's the use of research if it has no practical application? Still, I need to make sure I have this semester's curriculum outlined before I get too involved in another assignment for the museum.

If it weren't for the steady pay I'd take a job less strenuous than teaching! The artifacts from the class field trip only date back a few hundred years, but I know Marcus will still be interested.

Contents

jan 6
To organize my thoughts I'm referencing important material on this first page. Dad always carried a journal so he'd remember every experience. Unfortunately for me, Dad never forgets!

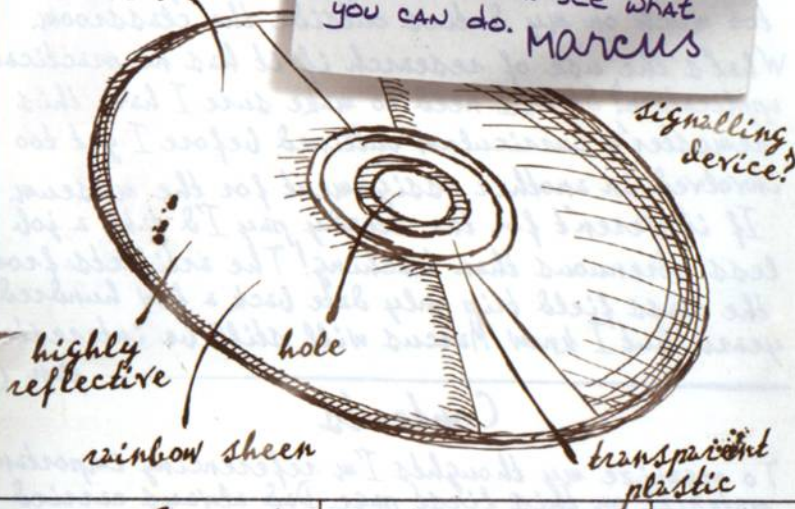
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龍之心

SETUP & II

RENDITION

metallic surface
silver?



DATE: 08 Jan 35

SITE: Allen Dig-K

LOT #: 12

ITEM: Origin unknown but created by an extremely advanced civilization. For ritual ornamentation?

MATERIAL: Man-made high-impact composite.

DESCRIPTION:

I could get this artifact to function only by observing the rules I've attached to this form. This "disc" seems to be a conveyance of knowledge.

Its function, however, is difficult to determine.

I am reminded of the prayer pillars used by Tibetan monks, so perhaps by spinning the artifact we can release its secrets.

2 Discover

Indy- this artifact comes from our Museum Archives and so far our researchers have been unable to identify it. Obviously it is very sophisticated. See what you can do. **Marcus**

NATIONAL MUSEUM ANTIQUITIES ARCHIVE RESEARCH
THIS FORM AND ITS CONTENTS ARE CONFIDENTIAL UNTIL VERIFICATION PROCESS IS COMPLETE

061281

CATALOGUE #: 052384

COLLECTION: **undetermined**

DERIVATION: **unknown**

NOTES:

GETTING STARTED

INSTALLING THE GAME:

There are two ways to install **Indiana Jones™ and the Emperor's Tomb™** on your computer. First, insert the game CD into your CD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button. If Autorun is not enabled, open My Computer from your Windows desktop and double-click on the CD-ROM drive showing the Indiana Jones and the Emperor's Tomb icon. Double-click on the Setup Program icon to start installation.

Once the setup program has started, on-screen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click the Help tab on the game's Launcher menu. NOTE: We recommend turning off background applications and virus scanners during installation.

STARTING THE GAME:

The game CD must be inserted in the CD-ROM drive to play. If you installed a desktop icon for the game, locate and double-click it to launch the game. Alternatively, open the Start menu from your Windows desktop, select Programs, then LucasArts, then the Indiana Jones and the Emperor's Tomb folder. Click on the Play Indiana Jones and the Emperor's Tomb menu selection.

Once you load the game, the Launcher screen appears. From this menu you can start the game or read the Help files and troubleshoot your system. View the game's Readme file for last-minute information not covered in this manual.

THIS DOCUMENTATION IS COMPLETED IN ACCORDANCE WITH THE INTERNATIONAL TREATY FOR THE PROTECTION OF ANTIQUITIES

RESEARCHER: **Prof. H. Jones Jr.**

CURATOR: **Marcus Brody**



NATIONAL MUSEUM

ALL SIGNED FORMS MUST ACCOMPANY ARTIFACT(S) BEFORE RELOCATION TO ARCHIVE STORAGE



Barnett College

INTERDEPARTMENT MEMO 01/09/35

Department Heads route to all instructors. These guidelines and changes take effect immediately. Use as outlined below
ATTN: New departmental procedures concerning the manipulatory regulatory controls. See diagram for specifications and ex

*Jones -
I expect you will
not follow convention
but the trustees
require me to review
this with you
sheslie*

☐ IN-GAME CONTROLS

Jan. 1, 1935. 1,985,884

FORWARD / UP	W	JUMP / SWIM	SPACEBAR
BACKWARD / DOWN	S	USE / ACTION	E
LEFT	A	CLIMB UP ROPE / CHAIN	UP ARROW
RIGHT	D	CLIMB DOWN ROPE / CHAIN	DOWN ARROW

INVENTORY SELECT	UP ARROW
PREVIOUS INVENTORY ITEM	LEFT ARROW
NEXT INVENTORY ITEM	RIGHT ARROW
INVENTORY EXIT	DOWN ARROW
PUT AWAY / EQUIP LAST ITEM	T

BLOCK	LEFT SHIFT
STALK	LEFT SHIFT
ROLL (while running)	Q
PRIMARY ATTACK	LEFT MOUSE BUTTON
SECONDARY ATTACK	RIGHT MOUSE BUTTON
GRAB	LEFT+RIGHT MOUSE BUTTON
RELOAD	R

LOOK / MOVE CAMERA	MOUSE
CENTER CAMERA	C
FIRST PERSON LOOK	C (HOLD)
PEEK LEFT (while wall-hugging)	Z
PEEK RIGHT (while wall-hugging)	X

PATENT OFFICE

Filed Dec. 14, 1932

4 Sheets-Sheet 1

38 Clasen. (Cl. 74-2182) Serial No. 641,137

☒ MENU CONTROLS

UP	UP ARROW	SELECT	ENTER
DOWN	DOWN ARROW	BACK	ESC
LEFT	LEFT ARROW	DELETE	DELETE
RIGHT	RIGHT ARROW		

Any instructors who do not adhere to these procedures will

Jan 10
Misplaced my Webley again. Maybe I left it in my desk. That's what I get for not using my holster. Read in the paper about Abner's recent discoveries in the north Orient. Seems like his obsession with religious antiquities is paying off. Which reminds me, Marcus wanted me to check out some of the recent finds of the early Manchu Dynasty. If I can shake off some of this academic responsibility I should head off to Shanghai. Made a few promises I gotta live up to. And a few bets too.



Jan 12
I've been spending more time than I'd like at the library. There must be a connection in Topkapi's treasury that links the Sultan to the grave robberies in North Africa. Certainly the feizance inlay on the dagger is from the Old Kingdom. I've had Marcus check related pieces in storage but he's found nothing. I had hoped to discover something during the Omega Expedition that would shed some light... I guess I'll be visiting Istanbul on my next ~~sabbatical~~ sabbatical. So much for Hawaii!

STEAMER LINES



FSKART
TE KLASSE

SHIP TICK
RD CLASS



I overheard a wireless message coming from the cabin next to mine.

小心
德國人

POS. 23-24
T 09633 *

europäischen Hafen.
European port.

INES

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the UNITED STATES
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*36
Hague 17*

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Schiff — Eisenbahn (III. Klasse)
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für die Weiterbeförderung
for continuation of journey

DUKIST

T. 6047

35

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8.-

8.-

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europäischen Hafen nichts mehr
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on the *1/27*

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INDIANA JONES
AND THE
EMPEROR'S TOMB™



TEAMSHIP TICKET SCHIFFSKART
or transportation to a non-European port.

Der Fahrpreis
The passage

After starting the game at the Launcher Screen, the Main Menu appears. Press the UP and DOWN ARROW keys to highlight your selection, and press the ENTER key to confirm. Press the ESC key to exit a menu.

MAIN MENU

	Surname Family name	Vornamen Given names	
1	START	Select after loading a previously saved game or after choosing to begin a New Game.	
2	NEW GAME	Before you can start a new game, a session must be created so your progress can be saved. To create a session, enter a name from the alphabetical menu by navigating with the ARROW keys and pressing the ENTER key. Up to ten games can be saved.	
3	LOAD GAME	A list of previously saved games is available through this selection. Saved games may also be deleted from this screen. See page 28 for more information on loading.	
4	OPTIONS	To enhance your gameplay experience, you may want to adjust the following: Controls: You can reconfigure the controls scheme with the provided presets. Camera: You can reverse the vertical viewing direction for your first-person views, and the vertical and horizontal views for your third-person view. Audio: You may set the volume levels of the game's Music, Sound FX, and Voice. Display: You can calibrate the screen brightness and turn the subtitles ON/OFF. Difficulty: There are three levels of difficulty: Easy, Medium, and Hard. These options alter your maximum Health Level and the strength of your enemies, and may provide a more challenging experience.	
5	ARTIFACTS	Find all the artifacts in the game to unlock a bonus.	
6	CREDITS	See the adventurers who brought you this incredible Indy experience!	

★ U.S. STEAMER LINES ★ NEW YORK

Follows the river

Northern Range

N

Est...

Feb 3
After almost 2 week of digging we've found a map

CLUB DOBI WA



比鄰俱樂部 隆重登場
美國著名藝人每晚於澳

特威利史考

Indy-
Check out this
place. Many
possibilities.

WILLIE SCOTT
Famous American Entertainer

appearing nightly

... is only 2 century old.
The Kelsey Museum claims Terenouthis, a
Ptolemaic/Roman site in Soknopion Nesos,
though it was MY research which located it!

Base camp

RESEARCH



Feb 7

I've contacted the National Archeology College Association regarding Barnett's contributing budget for field work. Recent funding from the WPA has increased my overall expense margin, but the Board seems to think I'm more of a grave robber than a historian. Apparently, the Works Progress Administration specifies ~~within~~ rigid guidelines for "conservation archeology." At least the Museum knows I'm only interested in preserving and protecting antiquities from profit hunters.

Feb 8

Good news! Marcus wants me to help locate an artifact in Ceylon, and the campus Board of Directors is more than happy to send me on a sabbatical. Maybe I shouldn't have used Marcus' government connections to have FDR straighten out my budget dispute! I've cabled my friend at the Consulate for the inside scoop. I'll head out in search of the lost city of Anurapura and the Savarati Idol as soon as I hear back from him.

Feb 11

Albrecht Von Beck (?) is after the idol as well. This tip comes from a most unlikely source: Belloq! Though Belloq and I fiercely compete for the same artifacts, it appears the rivalry between Von Beck and Belloq is even greater!

I was greeted with a traditional ceremony. "Ayubowan" with hands clasped



Feb 19

Studying Savarati morning nurse or



POST
LETT
EAF



Prof. Jones
Barnett College
New York U. S.A

Director of the Treasury
British Embassies/Ceylon



...etary system
is still in circulation

WEATHER FORECAST

Showers probably tonight and Saturday; not much change in temperature.

The En

Tr

SEVENTY-SIXTH YEAR—NO. 282

NEA Feature Service

WEDNESDAY, FEBRUARY 20, 1958

RUMORS OF LOST TOMB CAUSE SPECULATION

The First Emperor of China Is the Last To Be Found

Emperor Ch'in Shih-huang-ti unified the Empire of China by centralizing ruling power into an autocracy to govern the feudal communities in 246 B.C. Though Emperor Ch'in Shih-huang-ti was technically the ninth emperor to rule, he was the first to unify the seven states of China through agricultural and military reform. His name, "Shih" means "first," and "Huang" was the title of the previous three emperors, and Emperor Ch'in Shih-huang-ti has been considered the "First Emperor" since his self-proclamation. He created townships, built roads, standardized script writing and coinage, and unified economic and cultural exchange across the continent.

When he ascended the throne, Emperor Ch'in Shih-huang-ti began the construction of his tomb, in the tradition of all-powerful leaders of antiquity, and died in 210 B.C. while campaigning away from the Capital.

The tomb of the Emperor is widely known, and has been revered by locals for centuries; however the actual crypt or mausoleum of the Emperor himself has never been discovered, nor has a full-scale excavation been commissioned.

We interviewed Dr. Abner Ravenwood, an expert on Antiquities of the Orient, via cablegram over several days. Currently he is in Rome working on personal research.

EURO

ITALIANS WILL START WAR BY YEAR'S END

Expect Campaign to Consume Four Years

Paris, Feb. 16—Great Britain has informed Italy that an invasion of Ethiopia will result in the collapse of the League of Nations and a resumption of the dangerous pre-war "balance of power" in Europe, authoritative sources said today.

London, Feb. 1.—Italy intends to attack Ethiopia on two fronts during the later part of the year and will be prepared for a four-year campaign, according to expert military opinion.

Information in the hands of the British military intelligence is that Italian military leaders themselves are preparing to

Isa Glo ENGLA 4POV NAV

London, Feb. 16—The Foreign Office has informed the Italian government that the British government is not prepared to accept any limitation on the power of the British navy.

The Foreign Office has also informed the Italian government that the British government is not prepared to accept any limitation on the power of the British navy.

The Foreign Office has also informed the Italian government that the British government is not prepared to accept any limitation on the power of the British navy.

LOST TOMB (continued from page 1)

Dr. Ravenwood, how do you explain the absence of a sarcophagus? "There can be several reasons. Grave robbers. Animals. Or perhaps the Emperor is simply buried in some nondisclosed location to perplex his enemies."

What about treasure? Surely he was a man of great wealth. Since none has been found in his tomb, could treasure be buried with him in this secret location? "Unlike the ancient Egyptians, the wealth of the Emperors of China generally remained in the palace or treasury for his successor. I doubt that anything of great monetary value would be found. Though artifacts invaluable to the scientific community may yet be uncovered. Palace records indicate that the Emperor commissioned hundreds of terra cotta statues from local artisans. An army to protect the dead are true, evidence of such a large assemblage would have turned up. A small statuette in the Chicago Museum is believed to be the model for its life-sized counterpart, but I don't believe the commission was ever completed."

What about treasure of religious value? "You have been talking to my colleagues, haven't you? Yes, I have been seeking out artifacts that hold great religious significance. I find the study of ancient beliefs to be fascinating. But in the case of the Emperor, he was known as a reformer and a tyrant, but not a man particularly respectful to the gods."

Do you think the Emperor will ever be found? "It is unlikely that he can be found. Unless some record exists as to where he may have been buried, I fear the First Emperor of China will never rest, which is as it should be."

Dr. Ravenwood, how do you explain the absence of a sarcophagus? "There can be several reasons. Grave robbers. Animals. Or perhaps the Emperor is simply buried in some nondisclosed location to perplex his enemies."

The communication added that in the British view, it is up to the United States to issue invitations for a formal conference to follow informal five-power gatherings in London. It is understood that the powers still regard London as



The Bund or Water Front at Hong Kong, China

Evaded other political said that plans to take in a Republican today were "news to me" to comment further. "One of the political leaders because they come to me," he said, adding "to spend the day a prominent publisher

resident is en route from his California home.

When asked for his opinion about the current state of the U.S. economy, he politely declined to comment, saying

Cincinnati, O., Feb. 17—The Chief of Police, C. Department of Justice, and killed in a gun battle at night and his slayer, resident, was wounded. The gun battle occurred in his home, where agents attempted to suspect automobile. The alleged thief charged with murder and was hospitalized though the injuries

Dr. Jones,

Jan 14, 1995

Outlined is the routine I've recommended for improving your mobility. Though you've not sustained any lasting injury from your last expedition, you seem to have a knack for getting punched in the face. Take care of that whip arm as well.

Proper exercise is the best treatment I can offer, but I've also approved a prescription for minor muscle pain. Your diet could use improvement too.

Try eating dates. A stiff belt of whiskey

... don't hurt either!



Dr. B. Frodente
NY Medical Clinic (Poughkeepsie)
Plsnt Val-10-05

Dose	Quantity	Refill
2mg	30 count	No
Date:	01/14/95	

R/x: *salicylic acid benzedrine*

Directions: *Take daily in the morning or whenever pain is prevalent.*

Doctor: *B.M. Frodente*

Feb 27

Doc says I need to participate in less strenuous digs. If he only knew! I'm still aching from that mishap near the Marquesas Islands. I think I'll avoid the water for awhile! Checked into my hotel in London. A cable from Dad was waiting. Though the impending war hasn't really affected home yet, he sounded pretty concerned about me ~~being~~ flying back and forth across European borders. A lot of ruckus in Ethiopia lately and the French control in Somalia is falling apart. It's just diverting attention from the real troublemakers though.

I've heard that Duke Ellington is playing in Paris



BASIC MOVES

01/14/35

Per your Doctor's recommendation, follow this routine daily.

All control descriptions use the default configuration. You can change the configuration at the Options Menu (see page 7).

NAVIGATE: Use the W, S, A, and D keys to move in any direction.

JUMP: Press the SPACEBAR while standing, walking, or running. Note: Only your whip can be used while jumping.

CLIMB: You can climb low obstacles by pressing the W key. Higher obstacles will require a jump. Press the W key up while hanging to pull yourself up, or press the SPACEBAR to dismount from a hanging position. To climb certain vertical obstacles, look for ladders, vines, stone blocks or scaffolding. Approach the wall and press the W and S keys to climb up and down. Pressing the SPACEBAR before reaching the top will cause you to let go and drop.

ACTION: The E key can perform a variety of operations depending on the situation. These can include activating the appropriate inventory item, picking up an item, opening a door, lighting a torch and more.

COMBAT: Pressing the left or right mouse buttons will make you punch/jab/kick, or utilize your weapon if one is equipped (see Combat Moves on page 20).

DRAW/HOLSTER WEAPON/LAST ITEM USED: Pressing the T key will draw or holster the last selected weapon (see Combat Moves on page 20) or item. Pressing this key will also access the last selected Inventory Item, or place an item in your satchel (see page 27).

RELOAD: Pressing the R key will reload any equipped gun with ammo from your inventory.

MOVE CAMERA: Press the C key to center the camera, and the mouse to rotate the camera.

LOOK: The mouse allows you to adjust the camera view at any time. Press the C key to center the camera, and hold down the C key to switch to a first-person view, which is very useful for aiming. While in first-person view, you can also see your Status (see page 25).

from the offices of Dr. B. Frodente

anyone would do the same for fortune and glory.

Frei durch Dienstmarke!

SPECIAL MOVES

The Monarch Hotel, "Where the World Comes For Holiday," is proud to offer our full-service spa as part of your stay. In addition to tennis, golf and massage, we provide a wide range of invigorating activities:

SHIMMY: While hanging from a precipice, pressing the **A** or **D** keys will make you shimmy along the edge. Pressing the **W** key will pull you back up (if possible). You can dismount by pressing the **SPACEBAR**, but be careful you don't fall!

WALL HUG: Walk forward by pressing the **W** key, and then press the **E** key to hug your back to the wall. This is useful for traversing narrow ledges. To stealthily see around corners without revealing yourself to other enemies, press the **Z** key to peek to your left and press the **X** key to peek to the right. Press the **E** key again to disengage from the wall. **NOTE:** If you are carrying your gun while hugging a wall, press the **Z** or **X** key to lean around a corner, and then press the left mouse button to fire your weapon.

SWIM: Press the **SPACEBAR** to swim, and the **W**, **S**, **A**, and **D** keys to control your direction. Remember, you can only hold your breath for a limited time. Watch your Air Bar and resurface, if you can, to get more air. A lack of air detracts from your Health Meter (see page 25). Don't drown! You can pull yourself out of the water by pressing the **W** key only at an area that is close to the water level.

ROLL: Pressing the **Q** key while running will perform a roll. The roll can be used to navigate through low spaces, and is useful in evading certain traps and enemy attacks.

Our full-service accommodations also include complimentary post and cablegram services, in-room telephones, nightly live music in our World-Famous Ballroom, a Smoking Room, and a Lounge Bar open twenty-four hours.



Should you require anything, simply utilize your room telephone and our ever-ready staff will immediately assist. Enjoy your stay in London.

ROOM NO.

2005

Thank You!

GUEST LEISURE ACCOMMODATIONS

WHIP SWING: The whip is your most valuable tool. Not only can you crack it at an enemy (see Combat Moves on page 20), but you can also use it to swing across a chasm. You can swing from a wide variety of objects that extend from walls or ceilings. Not all whip swing anchors may look like this, but if you are able to perform a whip swing a Whip Swing Action Icon will appear in the upper-right corner of the screen (see page 24). Press and hold the left mouse button to grab the marker with your whip. If you release the left mouse button before you reach the bottom of your swing, you will fall. If you hang on too long and stop swinging, press the **W**, **S**, **A**, or **D** keys in the appropriate directions to resume your swing. Furthermore, with good timing you can also swing from one target to another by releasing the left mouse button and quickly pressing the button again to strike another target.



ROPE SWING: If you encounter a rope or chain, press the **SPACEBAR** to jump and grab on. To swing, press the **W** or **S** keys. Press the **A** and **D** keys to face the appropriate direction. To climb a rope, press the **UP** and **DOWN ARROW** keys. You can release the rope (don't fall!) by pressing the **SPACEBAR** again.

SETTING A CHARGE: If you find a Demo Charge, you can strategically place it on destructible walls or floors by pressing the **E** key and running to a safe distance before the fuse runs out. An icon of a bomb will appear in the upper-right corner of the screen if you are near an area that can be affected by a Demo Charge (see page 24).

A note on falling: If you hold down **LEFT SHIFT** key while carefully walking off a precipice, you will automatically catch the edge. This technique allows you to safely lower yourself from dangerous heights. Otherwise, you will sustain varying damage from a fall. If you fall too far, you will surely die (see Health Meter on page 25). However, you will not be hurt if you fall into water, unless from a great height.

Visit Our World-Famous Sun Lounge and Ballroom
THE MONARCH HOTEL
LONDON

Mar 1
I arranged this hotel. Swanky!
must really think I can help.
journey. I'm
be spoiled.

梅影

Mei Ying has
been teaching
me calligraphy.
It's like to
reach her's
thing as two!

Someone knows I'm here. This
German Police envelope was
slipped under my door during
the night. It's empty, but says
"Wir haben das zweite Stuck" on
the back. Are they ahead of

VIA ZEPPELIN
FRIEDRICHSHAFEN



Remstal-post

im NS-Zeitungsverlag
Gmünd / Postfach



Herr A.VB.
Post B21 Ceskonjovenako
Prager

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中華民國郵政特快車
特別快車
天津東
至
北平
頭等
法幣 922 元
乙 頭等
天津東至
1022

a	h
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g	t
h	u
i	v
j	w
k	x
l	y
m	z

DEVELOPED BY SAMUEL F.B. MORSE



帝王之墓



COMBAT MOVES

KNOW YOUR ENEMY

You will fight your enemies in either Close Combat or Ranged Combat.

Close Combat is bare-knuckled, no-holds-barred fighting involving hand-to-hand moves, your whip, and improvised weapons.

Ranged Combat is useful in situations where long-range firepower is more effective than bare-fisted brawling, and involves a variety of guns from your trusty pistol to enemy machine guns.

When in doubt, whip 'em!

CLOSE COMBAT

Hand-to-hand attacks can range from punches, jabs, elbow smashes, kicks, knee smashes, head-butts, shoulder throws and more, depending on which buttons you press and your position to the enemy.

To punch, press the left and right mouse buttons (which correspond to your left and right fists). These buttons may also kick an enemy if the enemy is down in front of you. Use the W, S, A or D keys to control the direction of your attacks.

To grab an enemy, simultaneously press the left and right mouse buttons.

Study the examples shown at right.



FIG. 1

Junior, though I don't approve of violence for your methods in general, this guide from my training days in the volunteer corps may prove handy should you run into trouble again. Your father

Example punches:

Most Punch Combinations can be achieved with only three button actions. If your enemy is down, you will perform Kick Combinations as well.

LMB*-LMB-LMB (basic triple-left combination)

RMB*-RMB-RMB (basic triple-right combination)

*LMB=left mouse button / RMB=right mouse button

Example grabs:

Once you have grabbed an enemy, you can perform special grapple punches or knee attacks by pressing the left and right mouse buttons. You can also throw an enemy that has been grabbed by pressing the W, S, A or D keys. Grabbing an enemy from behind performs an especially powerful headlock grapple.

LMB+RMB (grab), then LMB-LMB (knee attack), then the W key (throw enemy forward)

Example combos:

In addition to the combinations above, alternately pressing the left and right mouse buttons will perform more advanced (and devastating) combinations. Furthermore, pressing the W, S, A or D keys while tapping out any of the button combos will result in different attacks.

LMB-RMB-LMB
RMB-LMB-RMB

FIG. 2



FIG. 3



FIG. 4

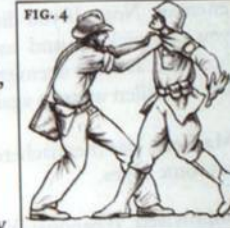


FIG. 5



Even
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he

PREPARED BY THE TRAINING DIVISION, DEPARTMENT OF WAR

UAL

LEVEL THREE

COMBAT MOVES

Your Close Combat weapons include your whip and a wide selection of improvised weapons you can pick up from the environment and wield for a limited time. Close Combat weapon attacks are performed with the left and right mouse buttons.

The Whip: To use the whip effectively in combat requires skill and practice, because the whip is not a particularly fast weapon. However, its ability to drive enemies backward and its variety of special attacks makes the whip a versatile and stinging weapon. Pressing the left mouse button will perform a quick, overhead strike that will knock a weapon out of your enemy's hand. Additionally, pressing and holding the left mouse button will wrap the whip around an enemy's neck and automatically pull him toward you for a powerful punch combination. Pressing the right mouse button unleashes a circular whip-clearing move that is effective in pushing back multiple enemies. Note: If you disarm an enemy, sometimes you can pick up and use his weapon. Be careful, however, as other enemies can do the same thing and use the fallen weapon against you.

Machete: Use the machete to hack your way through vine-covered passageways, or cut some ropes.

Improvised Weapons: You can use items in your environment as improvised weapons, such as a shovel, bottle, chair or even a table leg (if the table is broken first). Some improvised weapons can be used to parry blows, while others can only be thrown at an enemy. Unlike your whip, some improvised weapons may only be used a few times before they break! To pick up an improvised weapon, press the E key. Use the right mouse button to swing the object. Some objects (like bottles) can be thrown by pressing the left mouse button. Selecting a new weapon will make you drop the improvised weapon.

Grenades: Grenades will explode several seconds after you press the left mouse button. Make sure that you are out of range of the explosion!

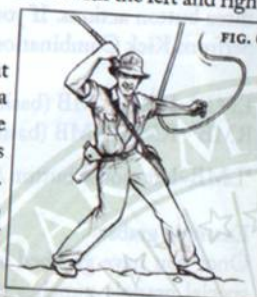


FIG. 6



FIG. 7

BRUXELLES 1935-EXPOSITION UNIVERSELLE
OFFICIELLE

Mar 9
rusting Kai.
between him

19.16.9.5.12.2.5.18.7
WASHINGTON D.C.

Throw Meter: If you pick up certain throwable objects, like grenades, press the left mouse button to make a Throw Meter appear on screen. As the Throw Meter rises and falls, release the left mouse button to throw the object at different strengths.

Blocking (Guard Mode): To block Close Combat attacks, hold down the **LEFT SHIFT** key to enter Guard Mode and face your nearest enemy. While in this position, you will be able to block attacks from both in front of you and behind you. Also, holding down the **SPACEBAR** and pressing the **W, S, A** and **D** keys will allow you to quickly execute special evasive moves: dash left/right, or dash back/forward. Pressing the right mouse button executes a forward somersault.

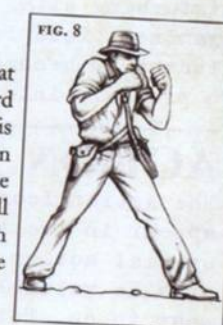


FIG. 8

Trap Mode: Occasionally, when confronted with dangerous traps, you will automatically enter Trap Mode. While in Trap Mode, pressing the **W, S, A** and **D** keys will execute quick evasive dashes, but you cannot change the direction you are facing.

RANGED COMBAT
Your primary Ranged Combat weapons are your pistol and whip. Unlike the whip, guns only utilize the left mouse button. Pressing the right mouse button will bash your opponent (if they are close enough) with the butt of your pistol. For weapons that fire, holding down the **C** key will initiate the Look Mode and an aiming cross hair appears (see page 15).

As you select or fire your weapon, your Ammunition Status appears in the lower right portion of the screen. The ammunition is shown in two counters. The first indicates the number of shots you can fire before reloading, and the second indicates the number of rounds remaining in your inventory. You can reload your weapon at any time by pressing the **R** key.

trust your instincts!

AND OTHER TACTICAL DOCUMENTS "CONFIDENTIAL FOR YOUR SAFETY AND THE PROTECTION OF YOUR COUNTRY."

The Emperor certainly...

ARCHAEOLOGY 101
SPRING SEMESTER
PROFESSOR JONES

REQUIRED MATERIALS

This introductory course to antiquarian research covers basic field methods and the interpretation of material evidence from the excavations of historical sites; with emphasis on strata association (sequencing and seriation techniques) and the prevention of site contamination. Excavation is inherently destructive; therefore the history of excavation methodology and the ethics of disturbing sites of cultural significance will also be examined. This is a hands-on course, and requires each student to become familiar with the following in order to properly interact with the curriculum:

ACTION ICONS

The Action Icons are informative graphics that appear in the top-right corner of the screen when a special action can be performed. These Icons can provide valuable hints if you are uncertain about what to do. Note: These Icons do not appear if the game difficulty is set to Hard.



Whip
Swing



Fill
Canteen



Cut
Item



Lever/
Interactive



Pick Up
Object



Level
End



Push



Zip
Line



Demo
Charge



Look



Operate
Crane



STATUS

Your Status appears whenever you are in Look Mode (when the R key is held down).

HEALTH METER: Your Health Meter ranges from green to red and reflects your current condition. Each time you receive damage (from a punch, pistol shot, fall or drowning), the Health Meter appears momentarily on screen. Watch yourself; as you become hurt, you will slump forward from exhaustion. Once your health drops below 20 percent, the Health Meter will remain on the screen. Once your Health Meter reaches zero, the game is over.

WATER METER: You need water to survive on your adventures. As you drink water, your Health Meter increases proportionately. You drink water from your canteen and refill it at the fountains found throughout the level (see Inventory on page 27).

Jan 07, 1935

figure, First Dynasty.
Found in Sian, not
much patina.

about 150 cm high,
bronze. Kneeling
warrior, possibly
holding a wooden
staff (missing).
Lost wax casting

what does the
right arm
gesture mean?

recursor to the one
the Chicago Museum

MEMO:

"He shall not bind his soul with clay."—Alfred T. Tennyson (1809-1892)

INDIANA

Because the condition of the Savarati Idol was, shall we say, LESS than satisfactory, our exhibit on religious idolatry is being postponed, much to the disruption of the Museum's operating budget. I'm not giving up, however. The Museum has yet another relic it would like recovered in time for a special exhibit on the South American Chachapoyan Warriors, opening early next year. We have begun preliminary research and hope to locate the temple which we believe may contain a 2,000-year-old golden idol. Not much is known about the site; only that we are in competition with several other museums and collectors, which may add a modicum of danger to the expedition. This is YOUR area of expertise, and your chance to show the Museum that you are still our most profitable "expert of ANTIQUARIAN ACQUISITION."

Thanks again, Indy, and better luck next time.
MARCUS



much free time in the field
26 some polished ritual stone



Barnett College

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DEPARTMENT NATURAL SCIENCES

DATE 07/12/35

COURSE ARCHEOLOGY 101

PURPOSE

PROFESSOR JONES, H. JR.

FIELD SUPPLIES FOR
ON-SITE RESEARCH
(SEE ATTACHED)

SEMESTER FALL '35

DEPT. APPROVAL Dr. Snedley

MATERIALS

INVENTORY

The inventory in your Mark VII satchel changes as you acquire new items during gameplay. Your standard kit contains your whip, pistol, and canteen. To scroll through your inventory, press the LEFT or RIGHT ARROW keys, and press the UP ARROW key to select an item, or the DOWN ARROW key to exit the Inventory screen.



✓ WEAPONS: Your whip, pistol, and other weapons are explained on page 22.

✓ CANTEEN: The canteen restores your health by refreshing you with water. The canteen holds enough water to restore your health from 0-100 percent. You can drink water at any time by selecting it from your inventory and holding down the Left Mouse button until you reach the level you desire or until your canteen is empty. The canteen can be refilled at fountains found throughout the levels. To refill your canteen, stand at a fountain and hold down the E key. It's a good idea to fill your canteen at every opportunity.



✓ MAP: If you should find a map, you can view it by selecting it from your inventory.

PLEASE NOTE: DUE TO NEW POLICY, AMMUNITION CAN NO LONGER BE SUPPLIED BY THIS INSTITUTION.

SPECIAL ITEM REQUESTS

Book: "Poisons, Antidotes, and other Medical Theories" by Addison.
Khyber Bowie Sword
Textbook: "Learning to Fly: An Introduction to Private Aviation"

Jones—
I'm approving this voucher for the above items only! The college will NOT replace and H. Jones Snedley

1268: INFORMATION: Oct 7 1935

5-3
5

Mars

& that rickshaw through the city was

culture.

sculpture,



SAVING AND LOADING

SAVE GAME: Your game is automatically saved at various points as you progress through a level.

If you should die during the game, you will be presented with two options: Continue from last Save Point or Quit to Main Menu.

LOAD GAME: To load a game while a game is in progress, you must first quit the game in progress, after which you will be returned to the Title Screen.

H. Jorges

Jan. 1966

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No. 406 Date 8 FEV. 1935
Durée de validité douze mois

~~pour un seul voyage~~

Validité pour tous les voyages effectués pendant la durée de la validité

Droits perçus 70

TOURISTE Le Consul

H. H. H. H.



to wonder it's part of their

and I must translate this when I have time.

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NETT COLLEGE, NEW YORK

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1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. A copy of your Direct X Diagnostics report. To access this go to Start - Run and type dxdiag or dxdiag.txt and press ENTER. The report will be found in your My Computer C: drive.

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

If you are using a modem:

1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which port is each configured?
4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

2 with helmet 2ny 2ny! should know better than but

SIGNS

DL = Day Letter

NM = Night Message

NL = Night Letter

LC = Deferred Cable

NLT = Cable Night Letter

at point of origin. Time of receipt is Standard Time at point of destination.

If using an external modem:

1. What kind of serial card is being used?
2. Do you have a seven-wire serial cable?

If you are on a LAN:

1. Can you see other computers on the network?
2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? What version number?

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why do British archeologists always look
30 like they're on a safari? I'll take a fedora over

flying
none other than Amelia Earhart!

FORM 1935-A

PAT. NOV. 3, 1912
MARSH ENVELOPE CO.

31

Sept 5

I couldn't have gotten through this without help from a lot of people— Special thanks to Marcus, my Father, Barnett College, and the National Museum. Oh, and George and Steven too.
And all those to whom I owe credit:

The Collective

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Douglas Hare

Creative Director, VP

Richard Hare

VP Development

Gary Priest

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Brian Horton

Lead Designer

Brad Santos

Lead Programmer

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Additional Character

Design/Scripting

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Merlin Cheng

Andy Liu

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Lead Voice Editor

Cindy Wong

Voice Editor

Will Beckman

Assistant Voice Editor

Burke Pemberton

Voice & International

Dept. Coordinator

Jennifer Sloan

"The Raiders March" From the

motion picture RAIDERS OF THE

LOST ARK Written by John Williams.

Published by Bantha Music (BMI)

and administered by Easign Music

Corporation throughout the world.

Voice Credits

Indy

David Esch

Wei Ying

Vivian Wu

Marshall Kai,

Ch'in Shi-Huang-ti

Keene Young

Von Beck, Ivory Hunter

(South African)

Nick Jameson

Richter, SS Soldier 3

Kai Wulff

Feng Twin 1, Feng Twin 2

Jennifer Yen

Wu Han

Alan Drevin

Homonculus, Triad Ghoul

Kevin Michael Richardson

SS Soldier 2

Jim Ward

German PA Announcer,

Ivory Hunter (Russian)

Phil Proctor

Triad Grunt 1,

Triad Grunt 2, Waiter

Arthur Eng

SS Soldier 1

Herbert Primig

Turkish Mercenary

Karen Hanel

Palace Guard

Lei Yin

Gestapo Agent 1, SS Colonel

Torsten Voges

Gestapo Agent 2,

SS Officer

Matt Lindquist

Thanks to

George Cheung

Brooks Gardner

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Screenmusic Studios

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Gordon Suffield

Arnold Geher

Assistant Engineers

Eric Lewis

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MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, + (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.



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